

GAME BOY ADVANCE

AGB-BC9E-USA

SPIDER-MAN™

BATTLE FOR NEW YORK



INSTRUCTION BOOKLET

MARVEL™

ACTIVISION®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)



Descriptors

Cartoon Violence

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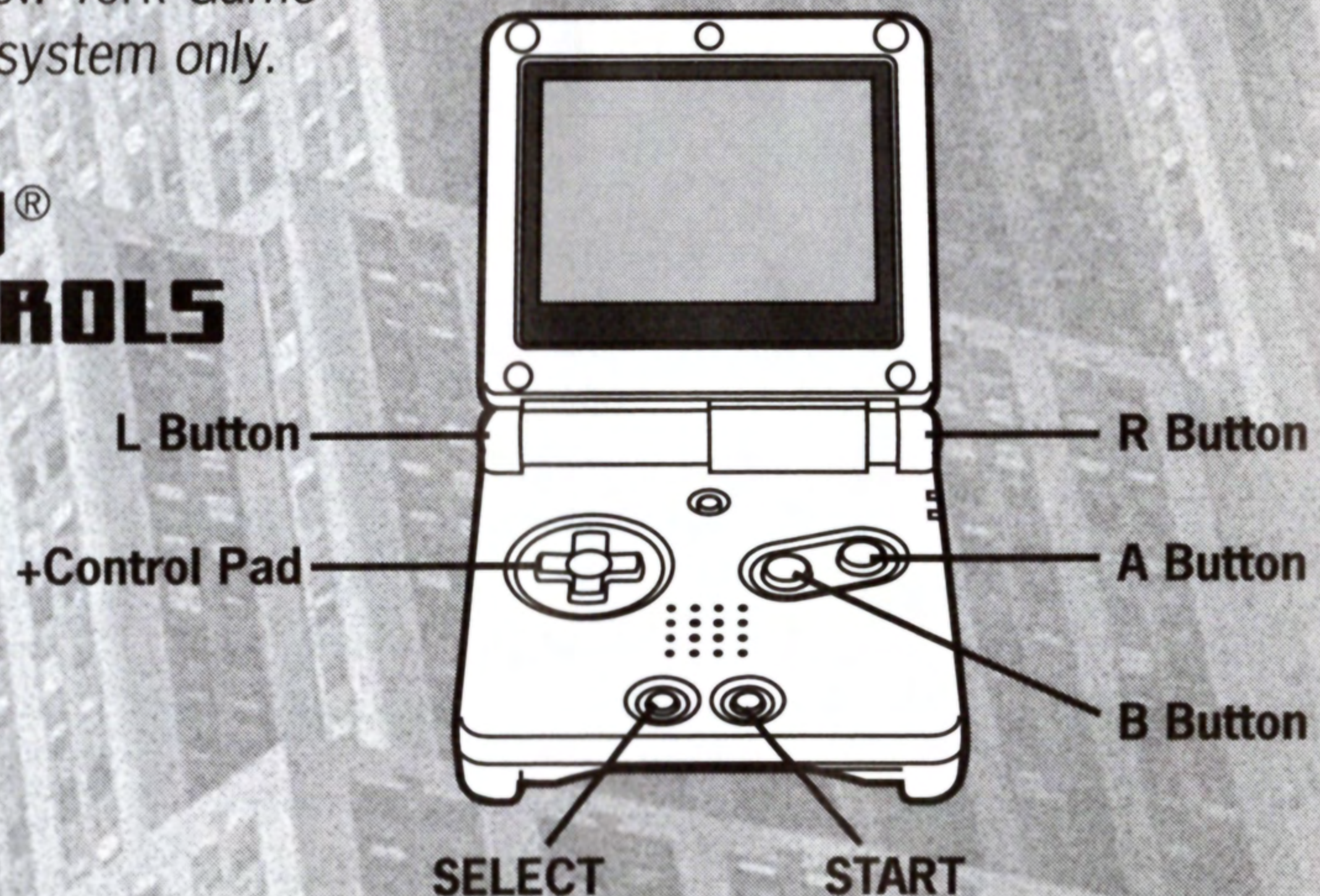
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GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Spider-Man™ Battle for New York* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

NOTE: The Spider-Man™ Battle for New York Game Pak is for the Game Boy® Advance system only.

GAME BOY® ADVANCE CONTROLS



BASIC CONTROLS

SPIDER-MAN CONTROLS

Ability	Activation
Punch Attack	B Button
Interact	B Button
Jump	A Button
Web Swing	Hold A Button in mid-air
Kick Attack	R Button
Shoot Web	L Button

GOBLIN CONTROLS

Ability	Activation
Melee Attack	B Button
Jump	A Button
Throw Fireball	Tap R Button
Toggle Fireball Type	L Button
Interact	B Button

MAIN MENU

Start Game—Select **Start Game** to begin playing *Spider-Man:™ Battle for New York*. In the Save Slot Select screen, you can begin a new game or continue playing a saved game.

Options—Select **Options** to change in-game settings and view the credits.

SAVE SLOT SELECT

Start a new game or continue a saved game from the Save Slot Select screen. To start a new game, select the empty slot with the +Control Pad. *Spider-Man:™ Battle for New York* saves automatically so you can continue your games later.

To continue a saved game, simply select the appropriate Save Slot and press **Select**.

To erase an already saved game, select **Erase** and confirm your selection. Once you erase a game, it cannot be recovered.

Mission Selection—This screen shows your current mission. You can also go back and replay previously finished missions.

PAUSE MENU

To bring up the Pause menu, press **START** during gameplay. The Pause menu options are as follows:

Resume—Continue gameplay.

Continue—Restart current level from the beginning.

Quit—Quit the game and return to the Level Select screen.

ON-SCREEN DISPLAY

Spider-Man HUD—The blue bar under the Health meter indicates how much web fluid Spider-Man has available.

Goblin HUD—The blue bar under the Health meter indicates how much Oz formula Goblin has available. Using Fireballs or the Fire Shield will drain the Oz meter.

Current Objective—A directional arrow will appear on the top center of the screen to indicate the next objective in a level.

SPIDER-MAN CONTROLS

SPIDER-MAN MOVEMENT

Run—Press ← or → on the +Control Pad.

Crouch—Press ↓ on the +Control Pad.

Jump—Press the **A** Button. Hold the **A** Button longer to jump higher.

Web Swing—Press and hold the **A** Button while in the air. Once you've completed a full swing, Spider-Man will release the web. You need to press the **A** Button again while in the air to shoot another Web Line and continue swinging.

Web Zip—Hold the **L** Button and a direction on the +Control Pad and press the **A** Button to shoot out a Web Line. If the Web Line hits a surface, Spider-Man will automatically zip to it.

SPIDER-MAN COMBAT

Punch—Press the **B** Button.

Kick—Press the **R** Button.

Advancing Punch—Press the **B** Button while running.

Advancing Kick—Press the **R** Button while running.

Web Shot—Tap the **L** Button to shoot a web ball.

Wall Spring—Press away from the wall while pressing the **A** Button to jump horizontally.

GOBLIN CONTROLS

GOBLIN MOVEMENT

Run—Press **←** or **→** on the +Control Pad.

Jumping—Press the **A** Button to jump. Goblin has very good jumping ability.

Goblin can attach himself to walls but he cannot crawl on them. Press toward the wall on the +Control Pad and press the **A** Button to jump higher and climb buildings.

GOBLIN COMBAT

Punch—Press the **B** Button to perform a Punch attack.

Throw Fireball—To throw the selected Fireball, press the **R** Button.

Select Fireball Type—To select the appropriate Fireball, use the **L** Button to toggle through the Fireball menu.

REWARDS & PROGRESSION

UPGRADING STATISTICS

You'll be able to upgrade both Spider-Man's and Goblin's statistics when they complete certain levels. You must spend the points and confirm your selection by pressing **START** before continuing the game.

SPIDER-MAN UPGRADES

- Maximum Health
- Maximum Web Fluid
- Melee Damage
- Web Capture Duration

GOBLIN UPGRADES

- Maximum Health
- Flame Time
- Melee Damage
- Fire Ball Damage

SPECIAL MOVES

Each character has special moves at his disposal which are assigned to specific button combinations on the gamepad. Refer to the list below for details on how to activate special moves.

SPIDER-MAN

Web Whip – Press **↑** on +Control Pad + **B** Button.

Adrenaline – Press the **L + R** Buttons together.

GOBLIN

Ground Pound – Press **↓** on +Control Pad + **B** Button.

Fire Shield – Press the **L + R** Buttons together.

CREDITS

Developed by
Torus Games Pty.

Managing Director
Bill McIntosh

Producer
Kevin McIntosh

Game Designer
Vaughan Marshall

Level Designers
Alistair Goulding
Vaughan Marshall

Lead Artist
Andrew McIntosh

Technical Artist
Mark Day

Artists
Tyshan Carey
Ross Williams

Lead Programmer
Richard Au

Programmers

Zon Chen
Grant Davies
Chris Hancock
Nick Kovac
Kieron Love
Eugene Peresada

Powered by Torus Systems Engineering

Stuart Cameron
David Gaunt
Mark Wayland
Steve White

In Game Music

James Langford
Finn Robertson

Cutscene Audio

Finn Robertson

Lead Tester

David McIntosh

Testing

Jonathan Bink

Alistair Goulding
Ben Nicol

Special Thanks

Tanya Blanch
Katrina Brigham
Melanie Fullarton
Conner Hancock
Jade Hancock
Daniel Collins

Published by
**Activision
Publishing, Inc.**

PRODUCTION

Producer
Brian Pass

Production Tester
Jim Norris

Executive Producer
Scott Walker

**V.P. North
America Studios**
Laird Malamed

BRAND MANAGEMENT

**Sr. Manager, Global
Brand Management**
Lisa Perry

**Sr. Director, Global
Brand Management**
Rob Kostich

**Associate
Brand Manager**
Michael Steiner

PR

**Director, Corporate
Communications**
Michelle Schroder

**Sr. Manager, Corporate
Communications**
Lisa Fields

**Sr. Publicist, Corporate
Communications**
Aaron Grant

**Jr. Publicist, Corporate
Communications**
Lindsay Morio

QUALITY ASSURANCE

QA Leads
Mike Ortiz
(Functionality)
Sasan Helmi
(Technical Requirements
Group)

QA Sr. Leads
Brad Savvedra
(Functionality)
Aaron Comacho
(Technical Requirements
Group)

Sr. Managers
Marilena Rixford
(Functionality/
Code Release Group)
Christopher Wilson
(Technical Requirements
Group)

QA Manager
Matt McClure

QA TEST TEAM
Floor Lead
Robert Heck

Testers
Zac Blitz, Todd Sutton
Bryant Hunter
Eric Stanzione
Menas Kapitsas

**Customer Support
Managers**
Gary Bolduc
(Phone Support)
Michael Hill
(E-mail Support)

**Marvel
Entertainment**

**Vice President & Executive
Producer, Interactive**

Ames Kirshen

**President of Production,
Marvel Studios**

Kevin Feige

**Business &
Legal Affairs**

Seth Lehman

Joshua M. Silverman

Carl Suecoff

Ryan Potter

VOICEOVER TALENT

Spider-Man

James Arnold Taylor

**Green Goblin/
Norman Osborn**

Neil Kaplan

Kingpin

Stephen Stanton

Silver Sable

Jennifer Hale

Nick Fury

Dave Fennoy

**Captain America/
Ben Urich**

Robert Atkin Downes

Simian Sentry

Greg Berger

**Casting &
VO Direction**

Margaret Tang

WOMB MUSIC

**VO Recording/
Engineering/Editing**

Rik Schaefer

WOMB MUSIC

Writer

C.B. Cebulski

Cut Scene Artist

Ron Lim

**Packaging &
Manual Design**

Ignited Minds LLC

SPECIAL THANKS

Mike Griffith

Robin Kaminsky

Brian Ward

Steve Pearce

Will Kasoy

Vicarious Visions

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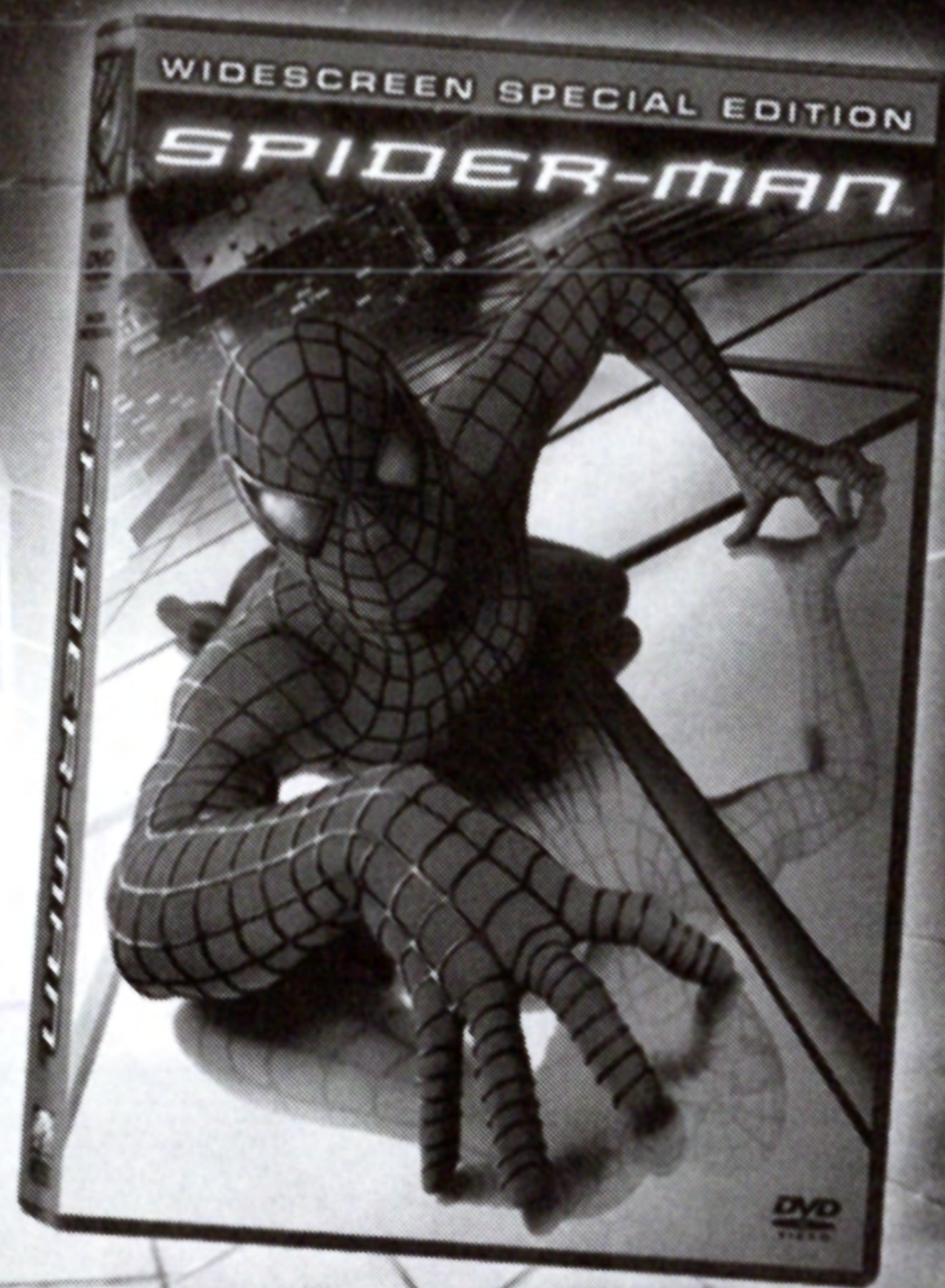
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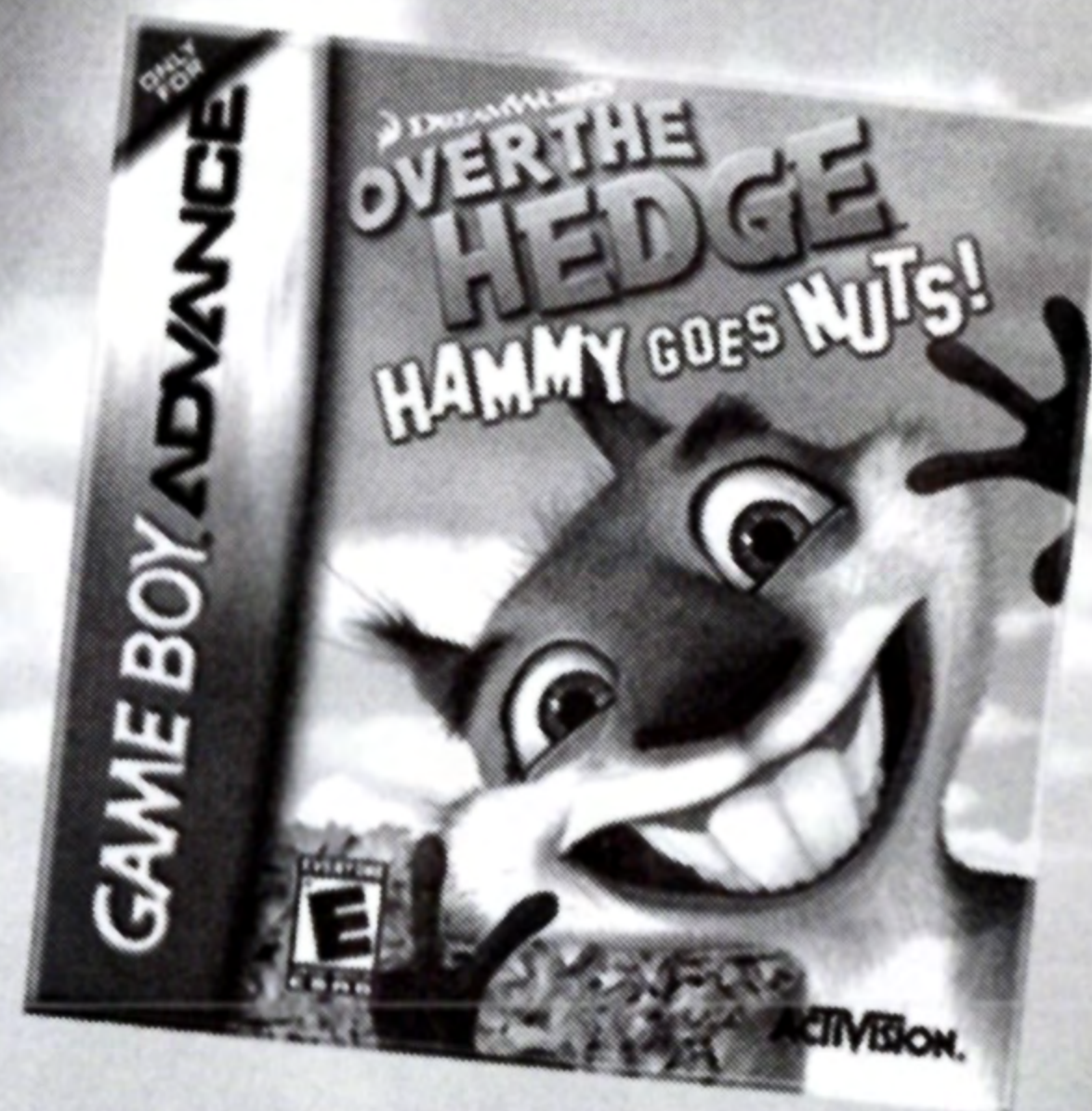
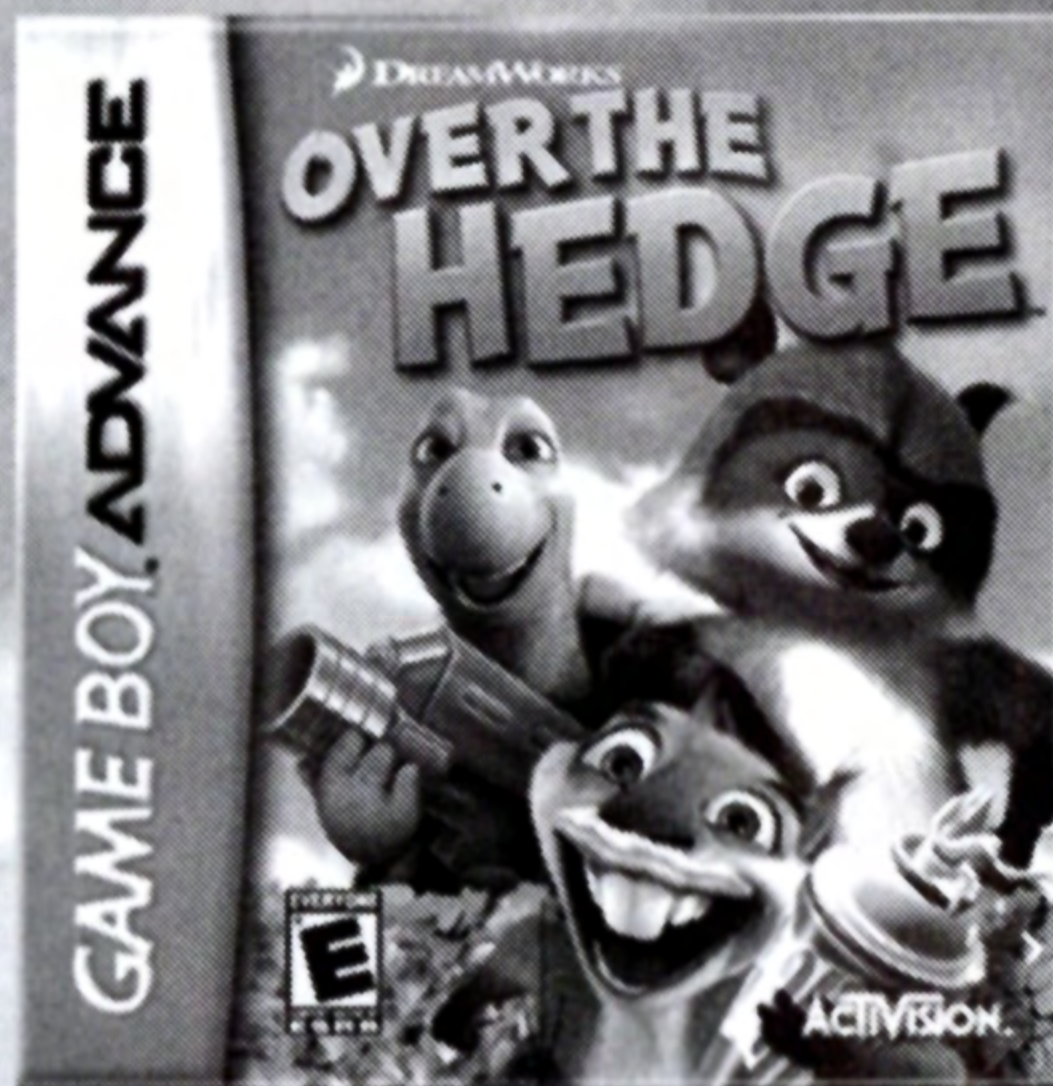
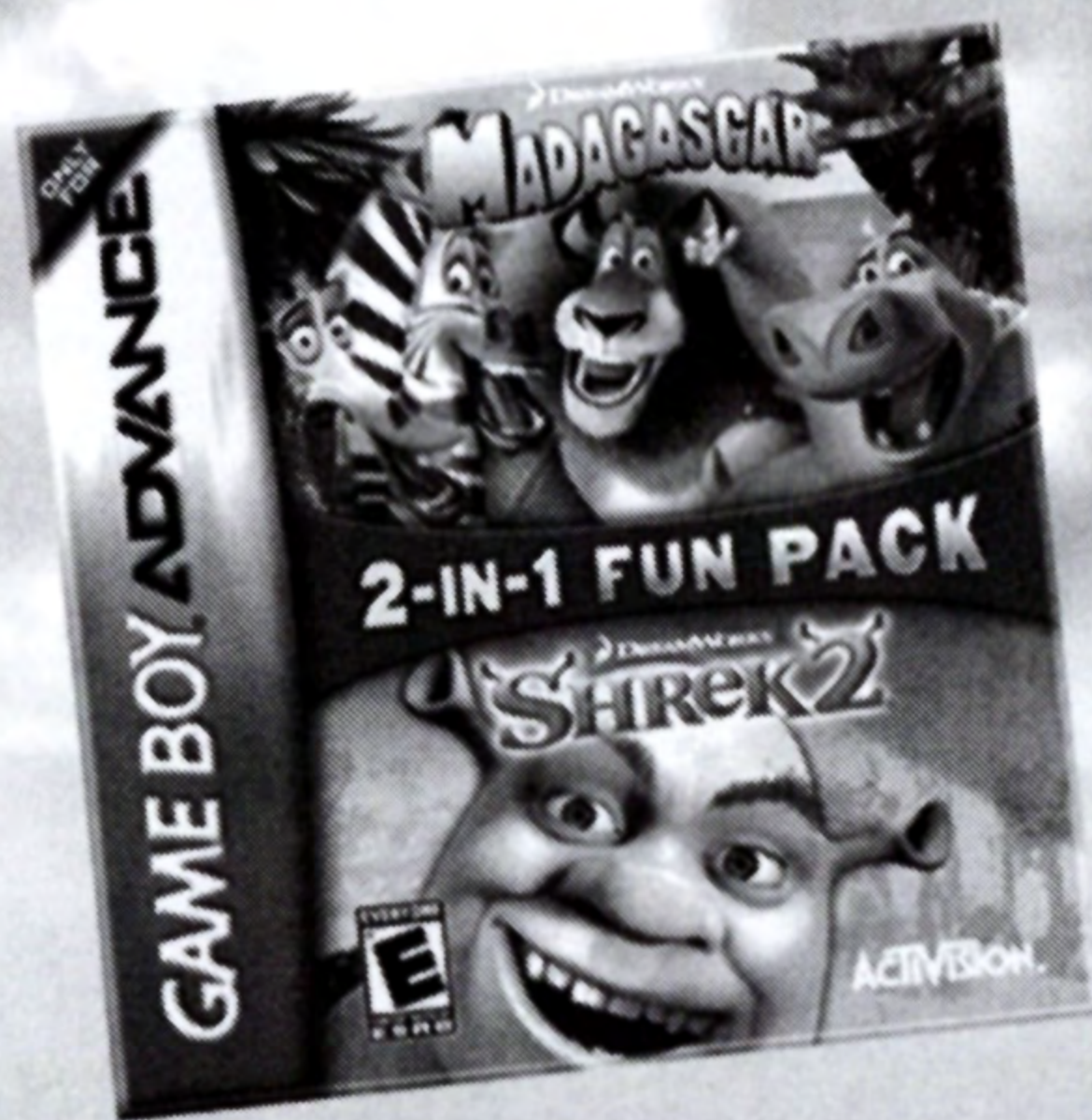
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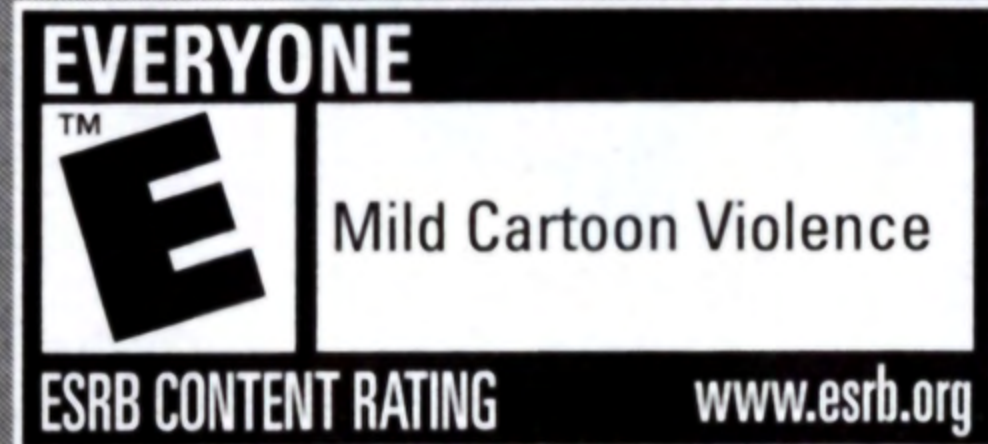


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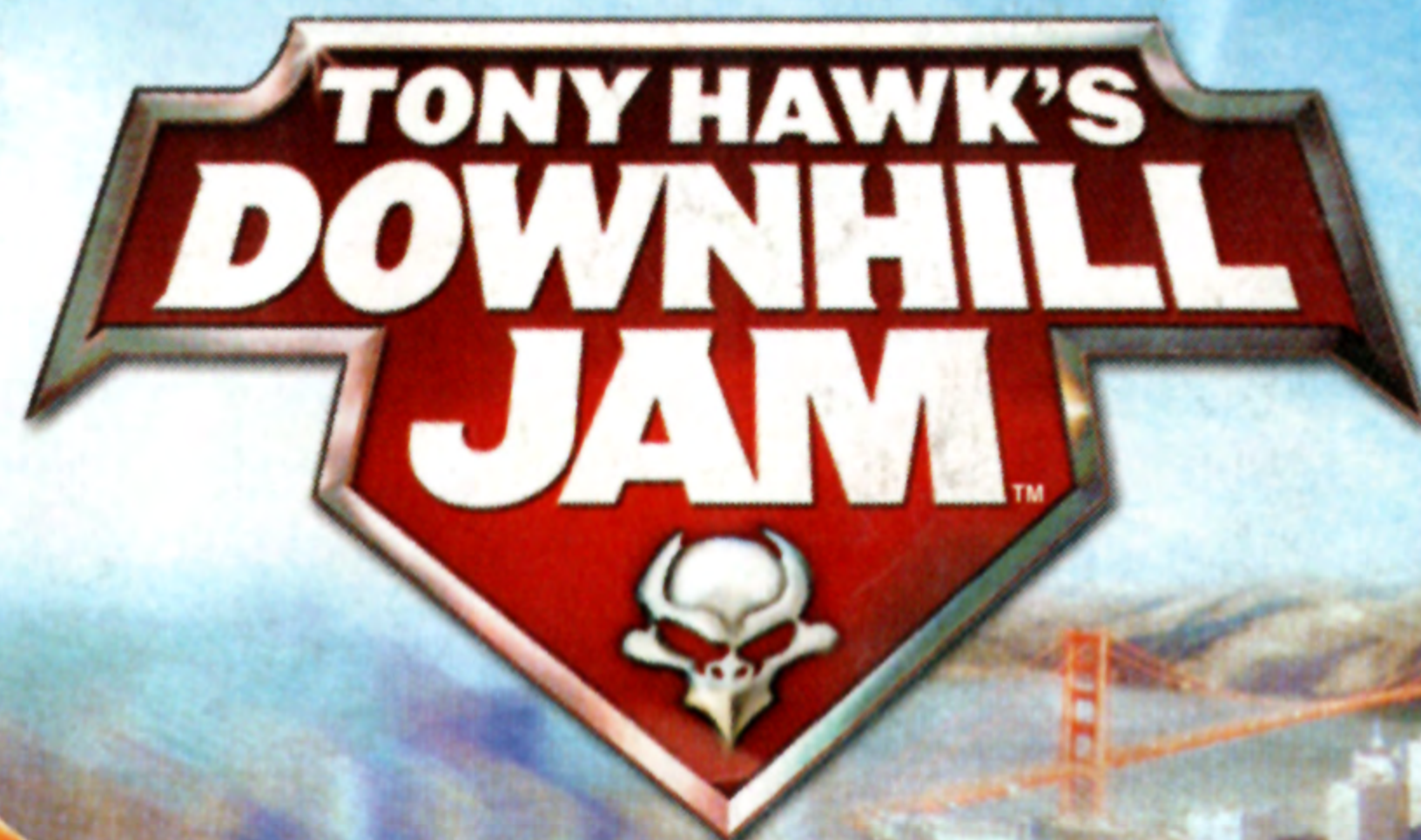
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